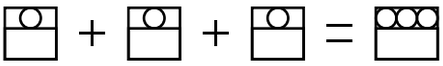
(Cults and Players)

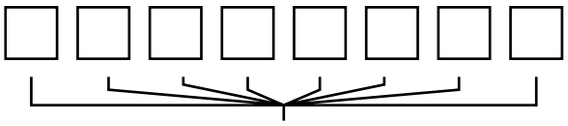
Players can create or join cult groups before a game phase.
Each cult works together to complete quests and challenges, enhancing their strength and influence.



max. 10 per cult

(Quests and Challenges)

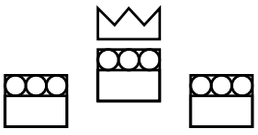
Periodically, quests and challenges are posted for cults to undertake.
These tasks could involve puzzle-solving, strategic planning, or combat against other cults. Each full game takes 1/2-weeks to complete.



7 days seven Challenges

(Competition and Rewards)

Cults compete against each other in challenges.
Winning a challenge grants the victorious cult additional utilities and features.
Rewards for winning cults may include free merchandise, digital airdrops, in-game bonuses like staking options, access to exclusive minigames, and other features.
Losing cults do not gain these new features, which puts them at a competitive disadvantage.



(Rounds and Decreasing Rewards)

The game operates in rounds, with each round offering the opportunity for cults to compete and earn rewards.
The prizes and bonuses decrease with each subsequent round, making it advantageous for cults to win early rounds.
This design encourages cults to strive for early dominance to maximize their benefits.

(Strategic Importance)

Winning early rounds provides long-term advantages, making it crucial for cults to plan and execute strategies effectively from the start.
Cults must balance between strengthening their own group and sabotaging or outperforming others to maintain or increase their advantage.

(Objective)

The primary goal is for a cult to emerge as the dominant group by accumulating the most rewards and advantages through consistent victories in challenges and quests.

(Endgame)

The game continues with rounds of competition, allowing cults to vie for supremacy continually.
The decreasing rewards model ensures that cults are incentivized to push for early wins and maintain their strength over time.